

# KITTEN KABOODLE

## DIP SWITCH SETTINGS

### DIP SWITCH NO.1 SETTINGS

#### 1. COIN SWITCH NO.1 SETTINGS

SW	1	2	3	4	COIN.	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	OFF	OFF	OFF	1	2
	OFF	ON	OFF	OFF	1	3
	ON	ON	OFF	OFF	1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF	ON	OFF	1	6
	OFF	ON	OFF	OFF	1	7
	ON	ON	OFF	OFF	2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF	OFF	ON	2	5
	OFF	ON	OFF	ON	3	1
	ON	ON	OFF	ON	3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF	ON	ON	4	1
	OFF	ON	ON	ON	4	3
	ON	ON	ON	ON	FREEPLAY	

FREEPLAY: You can play games without coins.

#### 2. COIN SWITCH NO.2 SETTINGS

SW	5	6	7	8	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON	OFF	OFF	OFF	1	2
	OFF	ON	OFF	OFF	1	3
	ON	ON	OFF	OFF	1	4
	OFF	OFF	ON	OFF	1	5
	ON	OFF	ON	OFF	1	6
	OFF	ON	OFF	OFF	1	7
	ON	ON	OFF	OFF	2	1
	OFF	OFF	OFF	ON	2	3
	ON	OFF	OFF	ON	2	5
	OFF	ON	OFF	ON	3	1
	ON	ON	OFF	ON	3	2
	OFF	OFF	ON	ON	3	4
	ON	OFF	ON	ON	4	1
	OFF	ON	ON	ON	4	3
	ON	ON	ON	ON	VOID	

### DIP SWITCH NO.2 SETTINGS

#### 1. THE NUMBER OF THE PLAYER'S LIFE

SW	1	2	NUMBER
○	OFF	OFF	2
	ON	OFF	3
	OFF	ON	5
	ON	ON	7

#### 2. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
○	OFF	OFF	EASY
	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

#### 3. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
○	OFF	OFF
	ON	ON

SW3, SW4 and SW5 are not used.

### DIP SWITCH NO.3 SETTINGS

#### 1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

#### 2. CHANGE OF MODE

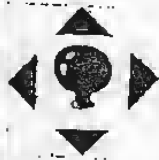
SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

SW2 and SW4 are not used.

○ shows recommended settings.

GX-NBR	GX 7 1 2
DATE	JUNE 6, 1988
VERSION	SITE TESTING (D)
DRAWN BY	
NOTE	

# HOW TO PLAY



4-way  
joystick

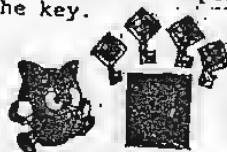
Press ATTACK button  
to throw or destroy  
the block..



Use JUMP button to  
jump over the bloc-  
ks or enemies.



Destroy the enemy who  
has a key and capture  
the key.



When you have collect  
4 keys, you can go to  
the next stage through  
the open door.

Arrange 3 blocks with the  
same mark in one row, and  
you will have a special po-  
wer.



## BONUS STAGE

Go to a bonus stage  
by picking up a ball  
with a star.



- A Boss enemy appears  
every 5 stage complete.
- Throw as many bombs as  
possible within a time  
given.
- You will be fainted  
when hit by a bomb  
the enemy has thrown.

